Profile	I'm an Associate Software Engineer with six years of experience in the industry. My experiences have allowed me to build knowledge in CI/CD pipelines, UXD frameworks, and programming languages. I currently specialize as a Full Stack Software Engineer with extensive know-how in API system functionality and algorithm. I am in search of new opportunities to apply my creative solutions.
Experience	 Associate Full Stack Software Engineer - Randstad / Location MONTH YEAR - Present Utilized the You Build You Own model (YBYO) for automated testing and validation. Maintained and updated CI/CD pipelines for cloud space. I used tools such as compiling code, code analysis, binaries creation, and security. Communicated with other departments, primarily architects, to pinpoint technical and functional requirements of a system through prioritization. Designed and implemented API systems for users going through omni-channels in the company. Conducted multiple engineering activities, from performance tuning to deploying, monitoring, and production support.
	 Associate Software Engineer - Boeing/ Location MONTH YEAR - MONTH YEAR Knowledgeable in using data visualization tools such as Dash plotly, Seaborn, and Matplotib. Helped to maintain the structure, architecture, and documentation of algorithms, designs, and interfaces. Worked with the Boeing Digital Aviation UX team using a standardized UXD framework. I collaborated in developing exceptional user experience through all applications. Catered to a diverse consumer base through a comprehensive assessment of the technical needs of multiple stateabalders.
	 of multiple stakeholders. Communicated with other departments in business analysis, project management, and engineering. The team delivered a modern solution for product visuals and enhanced user experience. Project Experience Worked on a job Board project for my work experience with Randstad. The company specializes in
	 recruitment services, and the job board increased its visibility to potential clients by 20%. Undertook a personal project by creating a game mod on GTA by creating interiors for homes. The game provided a more realistic depiction of the city's home landscape.
Education	Bachelor of Information Technology specializing in Software Engineering - La Trobe University MONTH YEAR • GPA: LIST • AWARD • AWARD
	DEPARTMENT - SCHOOL May 2009 • GPA: LIST • AWARD • AWARD
Skills	Expertise Communication UX/UI Python JavaScript SDK
Licenses & Accreditations	Licenses Licenses & Accreditations

- Certified Project Management Professional Certified Web Development Professional
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